

27 Aug 01

DEPARTMENT OF THE AIR FORCE  
Aerospace Basic Course (AETC)  
Maxwell Air Force Base, Alabama 36112

LESSON PLAN

**A1740, BLUE THUNDER II DEBRIEF**

CONTENTS

<u>Title</u>	<u>Page</u>
Record of Changes	
Educational Goal.....	A1740-G-1
Instructional Plan .....	A1740-P-1 thru 5

**RECORD OF CHANGES**

<b>CHANGE NUMBER</b>	<b>REMARKS</b>
New Lesson	Replaces lesson dated 7 Aug 00

**SUMMARY OF CHANGES**

## **EDUCATIONAL GOALS**

A1000 Area Objective: Apply aerospace power capabilities and officership principles to warfighting.

A1700 Phase Objective: Apply Joint aerospace operations planning and execution tools effectively to complete the Blue Thunder wargame.

### A1740 – BLUE THUNDER II DEBRIEF

**Activity Statement:** Each student will participate in the Operation Blue Thunder II Debrief.

#### **Purpose of the Activity:**

- Provide the students statistical feedback on the final disposition of enemy and friendly forces.
- Discuss examples of how the students used the core competencies to develop a Master Air Attack Plan (MAAP).
- Discuss what lessons were learned from how the opposition developed their MAAP.
- Examine how the MAAP adhered to Air Force doctrine during the wargame.
- Discuss what impact teamwork had on prosecution of the wargame.

**Lesson Description:** The debrief allows the students to discuss their view of the events in Blue Thunder II. Additionally, the Joint Forces Air Component Commander (JFACC) shares the quantitative results of the adjudicated MAAP and uses it to spur discussion of the core competencies and Air Force doctrinal perspectives. The JFACC provides formal feedback and their interpretation of what happened in the wargame.

**Prerequisite:** Completion of Blue Thunder II

**Preparation:** None

**Optional:** None

Rationale/Linkage: The students receive the results of the Blue Thunder II adjudicated MAAP. Along with the results, the students exchange thoughts with the JFACC about what occurred during the wargame and its significance in their study of aerospace power. The students should have a deeper appreciation of how to apply the core competencies and the importance of Air Force doctrinal perspectives. The discussion should motivate students to continue their journey in mastering aerospace power.

## INSTRUCTIONAL PLAN

### 1. TITLE AND LENGTH OF LESSON: BLUE THUNDER II DEBRIEF (1:30)

2. **RELATION TO OTHER INSTRUCTION:** This is the culmination of the course and should highlight many of the concepts and ideas discussed throughout the curriculum. Specifically, it is a great opportunity to show examples of the core competencies and how they work together to create the synergy aerospace power offers joint force commanders. Additionally, it is the final opportunity to inspire further study of aerospace power.

### 3. GENERAL METHOD OF INSTRUCTION:

a. **Presentation Method:** Briefing/Guided Discussion

b. **Time Outline:**

Segment Time	Total Time	Description
0:05	(0:05)	Introduction
0:30	(0:35)	MP I: Student Perspectives
0:15	(0:50)	MP II: Adjudication Results
0:35	(1:25)	MP III: JFACC Perspective
0:05	(1:30)	Conclusion

c. **Instructor Preparation:**

- Review observations and notes from game play
- Review final ACES reports

d. **Instructor Aids/Handouts:**

- Final ACES reports

e. **Student Preparation:**

- None

**f. Strategy:** The purpose of debriefing is not to determine winners and losers but rather to provoke deeper thought about the concepts taught in the course and applied during the wargame. The session occurs with the opposing flights and the JFACC assembled together. After introducing the topic, allow each flight to present their perspective of the activities in the wargame and their significance. After the students present their views, provide the adjudicated results. The results should speak for themselves. To round out the debrief, the JFACC will provide his/her perspective and some interpretation of the events. Finally, help the students draw some conclusions about the importance of studying aerospace power in the future.

**g. References:**

- N/A

## 4. DETAILS OF INSTRUCTION

### a. Introduction: 0:05 (0:05)

#### 1) //Attention//

Over two thousand years ago, Socrates enjoined his pupils to “Know thyself.” Do you know yourself or anything about aerospace power better now than you did three and one-half weeks ago?

#### 2) //Motivation//

Hopefully, you do. Remember from the beginning of BLUE THUNDER II, it has been our goal to instill in you the idea that wargaming is designed for you to better understand your chosen profession of arms. However, even the best designed simulation or model will fail this end, if we do not take Socrates’ words to heart. It is only through honest analysis of our decisions that we will come to realize the real benefit of the past few days. And that is exactly why we are gathered here.

#### 3) //Overview//

We will start this lesson by giving both flights an opportunity to give first a critique of their own performance, and then talk about how their opponent’s actions impacted the decisions they made. After that, we will look at the final results from the ACES engine so you can see the results of your decisions. Finally, we will wrap up with the JFACC. The JFACC will give his or her impression of the campaign and may even declare a winner.

### b. MP I: Student Perspectives: 0:30 (0:35)

#### QUESTIONS

#### ANTICIPATED RESPONSES (AR)

*{Instructor Notes: Due to the myriad possible responses, ARs will not be given.}*

#### Lead-Off-Question (LOQ):

Were you able to effectively employ the core competencies?

#### Follow-Up-Question (FUQ):

Which core competency did you best employ? Worst?

**FUQ:**

Which core competency did your enemy? Best employ? Worst?

**FUQ:**

How did your flight approach the Master Air Attack Planning (MAAP) Process?

**FUQ:**

Did your plan work? Why or why not?

**FUQ:**

Who do you think won the engagement?

**FUQ:**

Do you think a winner can be determined at this stage? Why or why not?

*{Instructor Notes: These are only a few of the possible questions that you could use. Be sure to keep the flight focused on debriefing the wargame. Be careful not to allow the discussion to degenerate into personal attacks or unproductive arguments. Also refer to your checklists and any notes that you took during the wargame. After 15 minutes, allow the second flight an opportunity to discuss their plan.}*

**MP II: Adjudication Results 0:15 (0:50)**

*(Instructor Notes: Hand out the ACES overnight reports and give the students time to review the results.)*

**LOQ:**

Based upon this information, would anyone change their answers to any of the previous questions?

**FOQ:**

How do these results make you feel about your performance?

**c. MP III: JFACC Perspective: 0:35 (1:25)**

*(Instructor Notes: This is the JFACC's opportunity to provide his or her feedback. Sit back and enjoy the ride.)*

**Conclusion 0:05 (1:30)**

**Summary:** Each flight was given an opportunity to share how they think they did in BLUE THUNDER II. Then we looked at the final ACES runs and decided if the results from the engine met with our expectations. Finally, we got the real scoop from the JFACC.

**Re-motivation:** Recall that wargaming is all about critical thinking and testing of theories. Everyone comes out a winner if you have a stronger grasp of the profession of arms as a result of this wargame.